

AXIS AND ALLIES – WEAPONS DEVELOPMENT

1

Jet Fighter



Fighter
Defense
increases to 5

2

Rockets



Economic Attack:
AA fires rockets
up to 3 spaces
at IC – 1 die per
AA – IPC limit
to country
value

3

Super Sub



Sub Attack
increases to 3

4

**Long
Range Air**



Fighter moves
6 and Bombers
move 8

5

**Combined
Bombardment**



Destroyers can
bombard
attack is 3

6

**Heavy
Bombers**



Roll 2 dice in
attack or
bombing